SPINSHOT player

USER MANUAL

Section-1: Before Using Machine

Introduction

Thank you for purchasing a SPINSHOT tennis ball machine. This manual contains important information concerning the proper use and care of your ball machine. Please read your owner's manual completely before operating your machine.

Tennis Balls To Be Used

Please take note that brand new tennis balls are not recommended to be used especially during first ten hours of break-in period. The ink and waxy coating on brand new tennis balls can leave a slick coating on the new ball throwing wheels, resulting in inconsistent ball throws. It is best to use balls that are slightly used to reduce the potential for developing the slick coating on the wheels.

The consistency of ball throws will depend on the consistency of the tennis balls being used. A mixture of new and old balls will produce inconsistent throws. Inconsistent ball throws may also be caused by excess dirt and ink build up on throwing wheels. Cleaning the ball throwing wheels as described in the section "Maintenance and Cleaning" will restore consistent performance.

Important Warnings

WARNING: Do not reach or look into the ball exit hole without turning the main power off and only after both wheels come to a complete stop.

WARNING: Do not stand closer than 10 meters in front of the ball machine when the power is on.

WARNING: Do not place balls or foreign objects into the ball hopper while the power is on. It could cause a jam and damage the feeder motor.

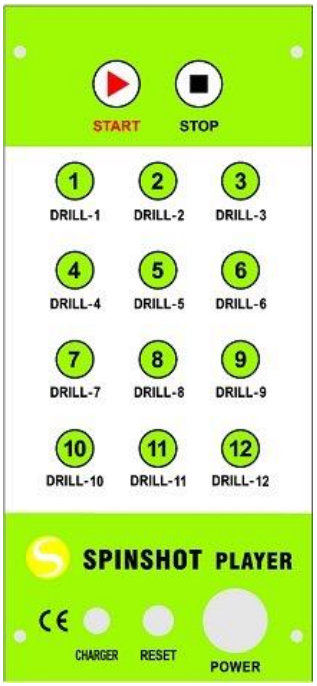
WARNING: The overloading of balls into the ball hopper may result in

the feeder becoming jammed. It is suggested that no more than 120 balls be put inside the ball hopper.

WARNING: Do not use machine while it is raining or in water. Do not use wet tennis balls.

Section-2: Operating Machine

Control Panel



POWER: The switch is used to turn on or off the machine. After you turn on the power, both horizontal and vertical motors will perform a functional initialization for proper functioning of the machine. When this is completed, the machine will keep beeping. **Then the user needs to put the machine at the centre of the baseline and parallel to it** (see Q3 in section-6 for more details). This will make the machine, sweep the balls evenly across the court. Then the user can press the **START** button to trigger the machine to serve the ball. Each time after powering up, the machine will **recall the last settings** for drill mode and start its operations.

If anytime the machine functions improperly, the user can turn off the power button to reset the machine's control logic. Most of the time, the improper working of the machine is caused by low battery voltage.

RESET: The white reset switch protects the electronics and motors. When activated, this switch pops out approximately 6 mm. In the event a reset is activated, **turn off the main power**, press the reset switch, check any balls jammed inside machine and then turn on the main power to normal operation status. The "reset" can be caused by excessively dirty or slick ball throwing wheels, which can prevent the wheels from properly grabbing the ball. Cleaning the ball throwing wheels as described in the section "**Maintenance and Cleaning**" will restore proper performance.

CHARGER: Plug the charger into the jack and the other end into a power outlet to start the charging of your machine.

START: The button will trigger the machine to start.

STOP: The button will trigger the machine to stop. This will only stop the feeding of the ball but not stop the running of main service motors. If a user wants to turn off the whole machine, it is required to use the **POWER** button.

DRILL: This includes 12 buttons from D1 to D12. Pressing these buttons will make the machine work in different drill modes. All drill mode settings can be edited on your mobile phone and then downloaded to your machine and be ready for use. Please find more details in the section referred to as "**Phone Remote**"

Battery Charging (for Battery Model)

You will need to first connect the battery charger to a live electrical outlet and then insert the battery charger into the socket labeled as "CHARGER" on the control panel.

The battery will be fully charged in 8 to 15 hours. The LED light on the charger pack will turn green when the machine is fully charged. If LED light stays red, the charging process is still continuing. A fully charged battery will provide approximately 2-3 hours of practice time. Higher ball speed requires more power and therefore will drain the battery faster.

It is very important to **CHARGE THE BATTERY IMMEDIATELY AFTER EACH USE.**

Battery Cage

The battery cage enables the user to easily install and replace the battery or an AC module. Disassemble the wheel first before opening the battery cage door. If a wheel was installed too tight, screw it down. After opening the cage, you will find 2 wires which should be connected to the battery terminals. **The red wire should be connected to the**

red terminal and the black wire to the black terminal. Please take extra care to ensure you put the battery terminals on the top left side when you insert the battery into the cage.

Static Electricity

It is possible that the action of the tennis balls rubbing against the throwing wheels will cause a small static electric shock when you touch the control panel. To eliminate this, connect a wire from the control panel to the court surface.

Transporting and Storage

Remove all balls and close the ball hopper before transporting your SPINSHOT ball machine. Store the machine in a clean, dry location. Never store the machine in a closed trunk where temperatures can be very high. Extreme temperatures and conditions can affect the machine's electronic board and battery. Never store the machine outside. Exposure to rain and snow will shorten the life of your machine.

Maintenance and Cleaning

It is suggested that you clean the ball throwing wheels every year or after 150 hours of use, especially when the machine is not throwing the balls consistently. Clean the ball throwing wheels only when the machine is off. Firmly rub coarse sandpaper across the throwing wheels through the ball ejection opening, to remove the dirt and ink build-up. Sand the entire circumference of each wheel and use enough pressure to rough-up the rubber surface of the wheels.

To clean the case, use a slightly damp cloth. Do not use chemicals or abrasive cleansers. Use a vacuum cleaner to clean dirt from the inside of the machine. The use of compressed air for cleaning is not recommended.

Section-3: Phone Remote

The Player model features a phone remote control. Turn on the phone app after powering up the ball machine. The phone can then get connected with your machine via WIFI. The android phone can get such connection automatically, and the iPhone user needs to select USR-WIFI-xxx from WIFI access list before make WIFI connections.

Android based app installation code can be downloaded from web link at http://www.spinshot.co.uk/Remote.html . iPhone user can search for "Drill Maker" in the Apple Store for app installation.

The main control menu for phone remote is shown as below. The top left corner is showing the connection status, and the top right corner is showing the drill mode or manual mode. The right bottom corner is showing the machine's power supply voltage. For normal working conditions, this voltage should be over 11 V.

The list below will introduce each button’s function.

	Press it to start the machine to service the balls. Press again to stop the service of the balls.
	Pressing different D buttons will allow the machine to provide different drill modes. Long pressing will enter setting page where user can edit all parameters for each shot. In setting page, the drill setting can be downloaded to machine by clicking save button. See section “**Drill Setting**” for more details.
	This button is effective in manual mode. Press this button first before adjusting spin level.
	This button is effective in manual mode. Press this button first before adjusting height level.
	This button is effective in manual mode. Press this button first before adjusting speed level.
	This button is effective in manual mode. Press this button first before adjusting feed rate.
	This button is effective in manual mode. Press this button after selecting the values to be changed.
	This button is effective in manual mode. Press this button after selecting the values to be changed.
	Press this button if you want to manually control the speed, spin, feed rate or position of the balls
	Press this button will show the version of the machine and also provide button introductions

Section-4: Drill Setting

All Player model is phone remote control supported. This will make it very easy to set drills. Long pressing the **Drill** buttons on the phone will open an edit page as shown below. Each of 12 custom designed drills consisting of 6 sequential shots in a designated pattern combining ball height, ball angle, ball speed, ball spin and feed rate. Each value can be edited to create your own drills.

Horz is for setting the balls horizontal angel from a value from 1 to 20. **Rate** is for setting the ball speed from a value from 1 to 20. **Spin** is for setting the ball spin with 0 for flat shots, to a maximum topspin of + 9 and maximum backspin of - 9. **Hght** is for adjusting the ball height from the lowest position of 0 to the highest position of 50. **Feed** is for adjusting the ball feed intervals from 10 for no interval, down to 1 with a 9-second interval.

After you program the values, press the save button on the top right corner. The machine will save the setting on the phone and also download settings to your machine. The machine will switch directly between drill modes after user has saved their settings.

The user needs to understand that the serving wheels can speed up faster than they can slow down. If the user wants to set fast shots followed by slow shots, it is required to set at long feed intervals, to give the machine more time to slow down, or input more speed changes. Take as an example, if #1 shot is set at speed level of 19, and the customer wants to set #2 shot at a speed level of 16, the user can either set the feed rate to a lower level such as 4 which will then give 6 seconds for the machine to slow down, or the user can set the #2 shot with a speed level of 1, which will then make the machine slow down more quickly.

Section-5: Warranty

Warranty Period

The warranty service is free for materials and workmanship for a period of one year from date of original purchase except for the battery, which is warranted for three months.

Scope of Warranty

This warranty covers all defects in material and workmanship. The following are not covered by the warranty:

- ◇ Units damaged by accident, misuse, abuse and neglect
- ◇ Units modified by unauthorized personnel
- ◇ Units damaged during shipment
- ◇ Battery damage

Section-6: Question and Answers

Question 1: Why does the reset button pop out and turn off the machine?
Answer: It is very possible, because the ball got jammed inside the machine and blocks the normal operation of the service wheels.

Question 2: My machine is battery powered. Can I upgrade it to support main power?
Answer: Yes, you can change the battery to main power module.

Question 3: Why does my machine always serve balls across the right side line, when I set the horizontal position to 20?
Answer: That is because you did not properly place the direction of the machine after powering it on. Placing the machine slightly to the left, should correct this problem.

Question 4: Why do the balls get jammed inside the top hopper?
Answer: The machine does not support to use flat balls such as the training balls for kids. It is no problem for the machine to shoot flat balls, but when a user put many such flat balls inside the ball hopper, it can make the balls jam.

Question 5: After we have created a new drill and verified that drill, will that be stable, next time when I use the same drill?
Answer: Yes, you can use the drills that you save on the phone or machine. It is very stable if you use the same batch of balls. Please don’t forget to charge the battery after each use. A flat battery can make the ball machine less powerful and impact its stability.

Question 6: I see from the website that a phone remote is an option. Will that be an optional part for the player model?
Answer: No, the phone remote feature is a standard part for the player model. It is optional only for the Plus model.

Question 7: In Manual mode, can we adjust the horizontal direction of

the machine?
Answer: Yes! After you press M button to enter manual mode, if you press + or - button directly, that will make you adjust the horizontal direction of the machine.

Question 8: We understand that Lobster Elite Grand V LE provides a feature for a user to define custom drills allowing the location of the ball to be defined by the user. Why is it that the SPINSHOT-PLAYER machine was not designed in the same way?
Answer: It is true that Lobster Grand V model can define the direction of each ball. They use software that relies on the ball height, ball angle and ball speed to define the ball location. The Grand V Model does not allow however to define the ball height and angle directly. When a customer tries to define the ball location, its speed setting will be very limited. The big advantage of the technology being used by The Spinshot Player model is it gives much more flexibility to define each shot of the ball while user have access to define height, angel and ball speed separately.